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# THE LORDS OF TZEENTCH™

The forces of Chaos have been building up their ranks to unleash a surprise attack on mankind. These cards introduce new Greater Daemons of Tzeentch™ and implement the optional Greater Daemon level system as described on the epicollector web site. These cards are not official and must be allowed by your opponent before using them. No more than 1 of each card can be selected.

Version 1.0

## GREATER DAEMON

### LORD FEULTCH



Tzeentch holds great favor with Lord Feultch. This daemon is often rewarded with additional spells to enhance his chaos armies.

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
15cm	2+	+6	None	-	-	-	-



**100 POINTS**



## LORD OF CHANGE

### LEVEL 1 GREATER DAEMON

Tzeentch is the greatest magician of the Chaos Powers. Magic is one of the most potent of all agents of change, and those who use it are amongst the most ambitious and hungry for power. The Boon of Tzeentch is given to worthy wizards and daemons. Lord Feultch uses the Boon to draw magical energies into the material world.

**CHAOS CARDS:** Draw one Chaos Card at the start of the game. Use this card to give abilities to your forces or sacrifice it to keep a Greater Daemon if it fails to save against a non-psychic attack.

**FOLLOWERS:** Lord Feultch must have at least 1 Minion card. Lord Feultch's followers will automatically pass any morale checks if they can see him, but they are required to make a morale check if he is destroyed.

**GREATER DAEMON RULES:** Greater Daemons move and fire as command units, but can be targeted normally. Units charged by Greater Daemons must make a Morale Check, and they cannot First Fire at the attacking Daemon (unless they are non-living troops such as robots, other daemons, or special daemon fighting troops; see cards).

**MOVEMENT:** Lord Feultch is a skimmer. He uses his wings to leave close combat with non-skimmers and ignores terrain modifiers.

**SPECIAL POWER:** Lord Feultch can cast the Boon of Tzeentch once per turn. Roll a D6, and if the result is 4+ draw another Chaos Card.

**MORALE:** Lord Feultch does not need to test morale.



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Model painted by  
Rod Tosh

**1 VICTORY POINT**

Your opponent gains this point if the Daemon is destroyed.

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1.0

## GREATER DAEMON

### LORD ZARRCH



The evasive Lord Zarrch darts and weaves into battle, bending the very laws of nature to protect him.

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
20cm	2+	+6	Phoenix Bolt	50cm	1	5+	-1



**200 POINTS**



## LORD OF CHANGE

### LEVEL 2 GREATER DAEMON

Sometimes a Daemon has powers so amazing that Tzeentch accepts them regardless of their faults. Lord Zarrch has control of the elements, and can even slow time to dodge incoming attacks. Unfortunately, he is very surprised when an attack hits and may retreat.

**CHAOS CARDS:** Draw two Chaos Cards at the start of the game. Use these cards to give abilities to your forces or sacrifice it to keep a Greater Daemon if it fails to save against a non-psychic attack.

**FOLLOWERS:** Lord Zarrch must have at least 2 Minion cards. Lord Zarrch's followers will automatically pass any morale checks if they can see him, but they are required to make a morale check if he is destroyed.

**GREATER DAEMON RULES:** Greater Daemons move and fire as command units, but can be targeted normally. Units charged by Greater Daemons must make a Morale Check, and they cannot First Fire at the attacking Daemon (unless they are non-living troops such as robots, other daemons, or special daemon fighting troops; see cards).

**MOVEMENT:** Lord Zarrch is a skimmer. He uses his wings to leave close combat with non-skimmers and ignores terrain modifiers.

**SPECIAL POWER:** Attacks against Lord Zarrch are at a -1 to hit. His Phoenix Bolt is a physical psychic attack. He also has a +5cm movement bonus, as reflected in his stats.

**MORALE:** Lord Zarrch has a Morale of 2+, and must make a test if he fails any save.



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Dustin Wagster

**2 VICTORY POINTS**

Your opponent gains these points if the Daemon is destroyed.

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## GREATER DAEMON

### LORD RASPER



Lord Rasper, also known as "The Everchanger," uses his powers to transform the enemies of Tzeentch into mindless, withering chaos spawn.

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
15cm	2+	+8	Bolt of Change	35cm	1	3+	-1



**300 POINTS**



## LORD OF CHANGE

### LEVEL 3 GREATER DAEMON

Lords of Change possess a fragment of the unfathomable cunning and wisdom of the Chaos God Tzeentch himself, the master of all plots and intrigue. Like his master, Lord Rasper delights in bringing order to ruin so that all is reshaped and directed to a new path before that too is changed again. Lord Rasper is covered with multi-colored feathers which radiate his vital energy, shimmering as the daemon moves.

**CHAOS CARDS:** Draw three Chaos Cards at the start of the game. Use these cards to give abilities to your forces or sacrifice them to keep Greater Daemons if they fail to save against non-psyhic attacks.

**FOLLOWERS:** Lord Rasper must have at least 3 Minion cards. Lord Rasper's followers will automatically pass any morale checks if they can see him, but they are required to make a morale check if Lord Rasper is destroyed.

**GREATER DAEMON RULES:** Greater Daemons move and fire as command units, but can be targeted normally. Units charged by Greater Daemons must make a Morale Check, and they cannot First Fire at the attacking Daemon (unless they are non-living troops such as robots, other daemons, or special daemon fighting troops; see cards).

**MOVEMENT:** Lord Rasper is a skimmer. He uses his wings to leave close combat with non-skimmers and ignores terrain modifiers.

**SPECIAL POWER:** Lord Rasper can cast the Bolt of Change at the beginning of the advance fire segment at a single model or troop stand. This bolt is a non-physical psychic attack, so targets with shields or fields will nullify the attack on a 4+. Titans use their chart and have a +2 damage modifier applied if the save fails. Other targets that fail their save are transformed into a pile of thrashing tentacles and pincers as the power of change rips through them. Replace the model with the 8cm Chaos Spawn template. Any models at least halfway in the template are trapped in close combat with the spawn. Next close combat phase, trapped models must attack the spawn. It rolls 4D6 and has +0 CAF. Models that lose are destroyed, models that tie can escape, and if a model wins the spawn is destroyed. Chaos Spawn templates can only be destroyed in close combat, and will trap passing units until defeated.

**MORALE:** Lord Rasper does not need to test morale.



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Model painted by  
Rod Tosh

**3 VICTORY POINTS**

Your opponent gains these points if the Daemon is destroyed.

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## GREATER DAEMON

### LORD VENDITT



Lord Venditt has the power Fire Storm, the most potent of Tzeentch's spells.

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
15cm	2+	+8	Fire Storm	50cm	1	4+	No Save*

\*A living model destroyed by Fire Storm is replaced with a Pink Horror Daemon.



**400 POINTS**



## LORD OF CHANGE

### LEVEL 4 GREATER DAEMON

**CHAOS CARDS:** Draw four Chaos Cards at the start of the game. Use these cards to give abilities to your forces or sacrifice it to keep a Greater Daemon if it fails to save against a non-psyhic attack.

**FOLLOWERS:** Lord Venditt must have at least 4 Minion cards. Lord Venditt's followers will automatically pass any morale checks if they can see him, but they are required to make a morale check if he is destroyed.

**GREATER DAEMON RULES:** Greater Daemons move and fire as command units, but can be targeted normally. Units charged by Greater Daemons must make a Morale Check, and they cannot First Fire at the attacking Daemon (unless they are non-living troops such as robots, other daemons, or special daemon fighting troops; see cards).

**MOVEMENT:** Lord Venditt is a skimmer. He uses his wings to leave close combat with non-skimmers and ignores terrain modifiers.

**SPECIAL POWER:** Lord Venditt can cast the Fire Storm spell at the beginning of the first fire segment at a single model or troop stand. This bolt is a non-physical psychic attack, so targets with shields or fields will nullify the attack on a 4+. Titans use their chart and have a +2 damage modifier applied (no save). Other targets are destroyed, and if the target was a living model, its fading life force is used as a beacon in the warp to summon a daemon of Tzeentch. Replace the model with a Pink Horror. The Horror is its own unit, always has charge orders, and does not give VPs to the opponent when destroyed. These Pink Horrors are replaced with Blue Horrors when destroyed, like their rules state.

**MORALE:** Lord Venditt does not need to test morale.



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Model painted by  
Honza Skýpala

**4 VICTORY POINTS**

Your opponent gains these points if the Daemon is destroyed.

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## GREATER DAEMON

### GREAT FEATHERED LORD



The Great Feathered Lord is a majestic, ancient daemon. He is a formidable opponent with mastery over many of Tzeentch's spells.

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
15cm	2+	+10	See Rules	-	-	-	-



**500 POINTS**



## LORD OF CHANGE

### LEVEL 5 GREATER DAEMON

**CHAOS CARDS:** Draw five Chaos Cards at the start of the game. Use these cards to give abilities to your forces or sacrifice it to keep a Greater Daemon if it fails to save against a non-psybic attack.

**FOLLOWERS:** Great Feathered Lord must have all 5 Minion cards. Great Feathered Lord's followers will automatically pass any morale checks if they can see him, but they are required to make a morale check if he is destroyed.

**GREATER DAEMON RULES:** Greater Daemons move and fire as command units, but can be targeted normally. Units charged by Greater Daemons must make a Morale Check, and they cannot First Fire at the attacking Daemon (unless they are non-living troops such as robots, other daemons, or special daemon fighting troops; see cards).

**MOVEMENT:** Great Feathered Lord is a skimmer. He uses his wings to leave close combat with non-skimmers and ignores terrain modifiers.

**SPECIAL POWER:** Great Feathered Lord can nullify psychic powers. If any user or target of a psychic power is within 25cm of Great Feathered Lord, he can nullify the power on a D6 roll of 4+. If the power is a physical psychic attack, the attack is not prevented, but it is no longer considered psychic. Great Feathered Lord can also use one of these following abilities once per turn – Boon of Tzeentch, Phoenix Bolt, Bolt of Change and Fire Storm. Refer to the other Tzeentch Daemon cards for power descriptions.

**MORALE:** Great Feathered Lord does not need to test morale.



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**5 VICTORY POINTS**

Your opponent gains these points if the Daemon is destroyed.

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1.0